i-PIX
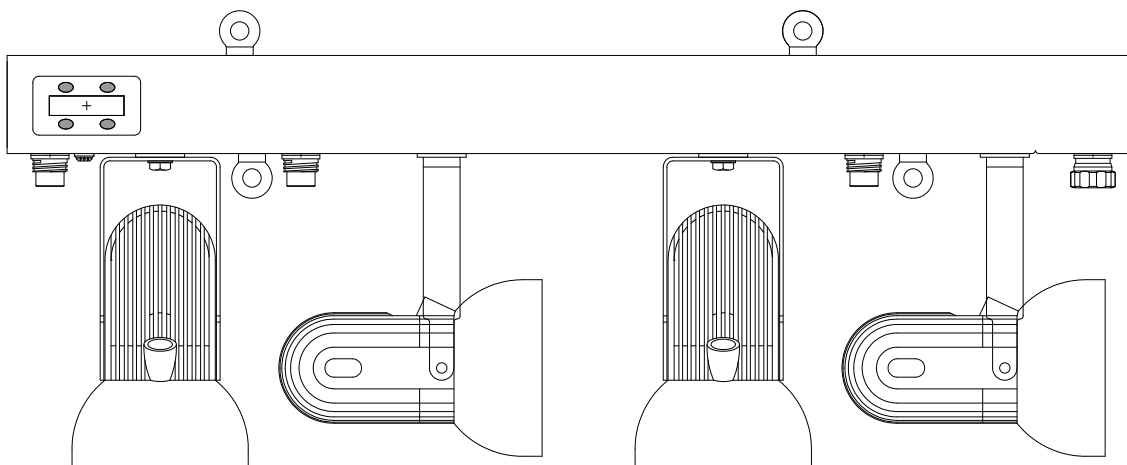
User Manual

BB1 4 WAY POWERBAR

BB1 4 WAY POWERBAR

i-PIX

contents

INTRO, RIGGING, SET UP & MODES

OPERATING INSTRUCTIONS

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SAFETY FIRST

WARNING!
Read the safety precautions in this section before installing, powering, operating or servicing the BB1 Powerbar

The following symbols are used to identify important safety information in this manual:

Warning!
Safety hazard.
Risk of severe
injury or death

Warning!
LED light
emission. Risk
of eye injury

Warning!
Hazardous
voltage. Risk
of lethal or
severe
electric shock

Warning!
Fire hazard

! Read this manual before installing, powering or servicing the fixture, follow the safety precautions listed below and observe all warnings in this manual. If you have questions about how to operate the fixture safely, please contact I-Pix.

Warning! **Class 2M LED product.** Do not look into the beam from a distance of less than 40 cm (16 inches). Do not stare into the beam for extended periods at a short distance. Do not view the beam directly with optical instruments.

This product is for professional use only. It is not for household use. This product presents risks of severe injury or death due to fire hazards, electric shock and falls.

PROTECTION FROM ELECTRIC SHOCK

Shut down power to the entire installation at the building's main power distribution board and lock out power (by removing the fuse for example) before carrying out any installation or maintenance work.

Disconnect the fixture from AC power before removing or installing any cover or part and when not in use.

Disconnect the fixture from AC power before removing or changing the fuse.

Always ground (earth) the fixture electrically.

Use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault (earth-fault) protection.

Connect this fixture to AC power either using the supplied power cable or via 3- conductor cable that is rated minimum 20 amp, hard usage. Suitable cable types include ST, SJT, STW, SEO, SEOW and STO.

The voltage and frequency at the power outlet are the same as the voltage and frequency applied to the power inlet. Only connect devices to the power outlet that accept this voltage & frequency.

Before using the fixture, check that all power distribution equipment and cables are in perfect condition and rated for the current requirements of all connected devices.

Do not use the fixture if the power cable or power plug are in any way damaged, defective or wet, or if they show signs of overheating.

PROTECTION FROM FIRE

Do not attempt to bypass thermostatic switches or fuses. Replace defective fuses with ones of the specified type and rating only.

Provide a minimum clearance of 0.1 m (4 in.) around fans and air vents.

Do not modify the fixture

Apart from I-PIX accessories do not stick filters, masks or other materials directly onto the light.

PROTECTION FROM INJURY

Do not hang fixtures from each other. Use two OMEGA clamps per fixture when rigging horizontally.

When suspending the fixture, ensure that the structure and all hardware used can hold at least 10 times the weight of all devices suspended from them.

Use two secondary attachments (such as a safety cable) to secure each fixture. Secondary attachments must be able to hold at least 10 times the weight of all devices suspended from them and must be installed as described in this manual.

Check that all external covers and rigging hardware are securely fastened.

Block access below the work area and work from a stable platform whenever installing, servicing or moving the fixture.

The LED emission presents a hazard to eyesight at a distance of 4 - 40 cm (1.6 -16 inches) when the eye is exposed to the beam for longer than 0.25 seconds.

Do not look at LEDs from a distance of less than 40 cm (1 ft. 4 in.) without suitable protective eye wear.

Do not look at LEDs with magnifiers or similar optical instruments that may concentrate the light output.
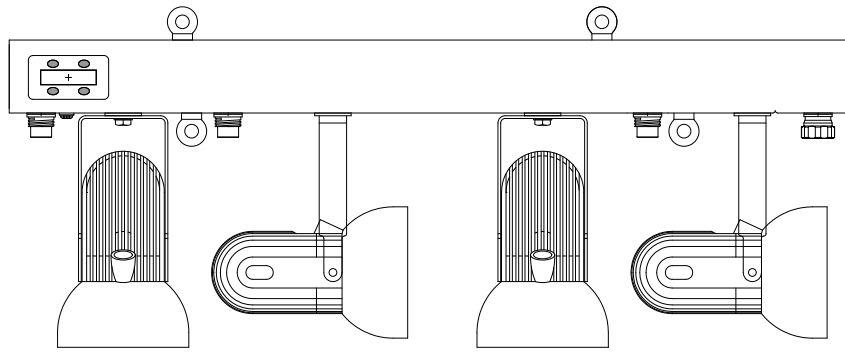
THE BB1 4 WAY POWERBAR

The BB1 is a compact and versatile instrument available in four beam widths (20°,35°,45°) and the 10° narrow beam BB1

This is a single LED fixture, designed for outdoor and submersible use to 2m (IP 68). It is an RDM device requiring just 15 Volts DC, at 3.6 amps. Full power is 30 Watts at 240 v. For entertainment use there are a choice of power boxes, designed to facilitate quick cable hook up, with an on board user interface enabling quick parameter adjustments.

All the intelligence of the BB1 is in the head of the fixture. for fixed instillation purposes any 15V 5A DC regulated power supply may be used to power the fixture in conjunction with data input that is DMX 512A.

The BB1 offers completely homogenized optics for the smoothest of output   It's powerful custom RGB LED light engine has incredible colour mixing capabilities including the effortless sourcing of tungsten and daylight colour temperatures.The BB1 comes with a self contained RDM/DMX digital drive. It can be submerged and comes with a single cable fitted with a high quality 5-pin weatherproof connection

The BB1 can be used independently, e.g. as a truss or a set toner. It is fitted with a dual set of yokes for easy floor mounting or for quick, tool free rigging onto a truss or metalwork in the air.

The BB1 fixtures can be remotely addressed and configured with industry standard RDM (remote device management) DMX, or run as a slave on standard USITT DMX.

i-Pix new Digital Drive technology is over 90% efficient and delivers even smoother control of the light engines, right down to lowest intensities. True 16 bit control expands the colour range from millions to billions.

In entertainment the BB1 is driven by either a 4 or 6 way powerbox or powerbar.

The powerbox and powerbar remotely address the fixtures via RDM DMX or use the onboard user interface which provides both operating mode and address control.Combined power and data input ensures a weatherproof connection, so the power distro can be used outdoors in any orientation.A battery and data inlet connects to an optional battery and show DMX wireless DMX module. Rigging mounts are provided for truss or frame mounting.

Rigging a Powerbar

To rig the Powerbar horizontally use the two OMEGA brackets supplied with the bar.
These would have your clamps of choice bolted on to them.
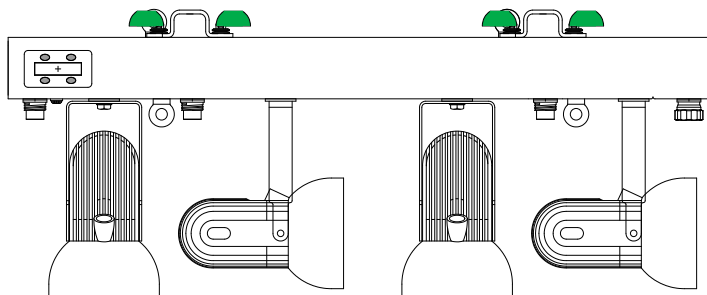
First place the camloc pins in the receptacles either on the top or the bottom of the powerbox with the levers facing out so that a quarter turn clockwise will have them facing in alternate directions as shown.
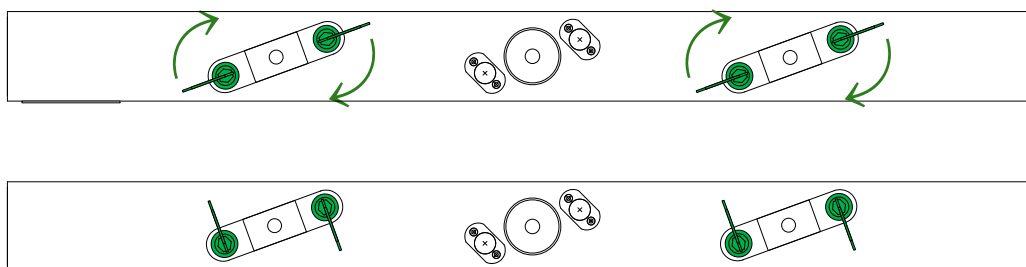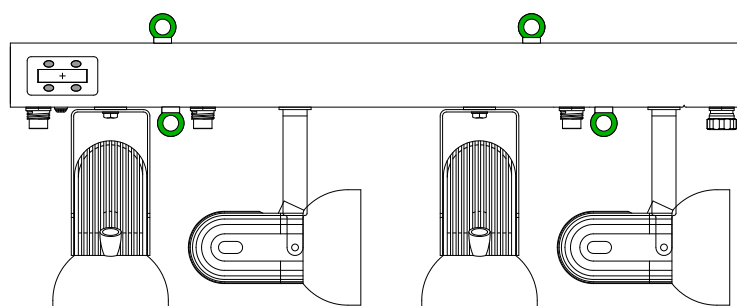
The Powerbar can also be rigged using a spigot as shown.
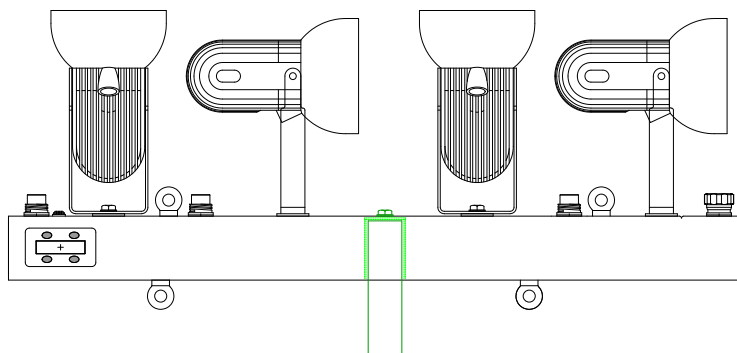
Always secure the Powerbar to the truss,pipe e.t.c. with a safety bond, attached to the bar through the the safety points on the top of the bar shown in green.

Always secure the BB1 to the Powerbar through the safety points on the bottom of the bar shown in green.
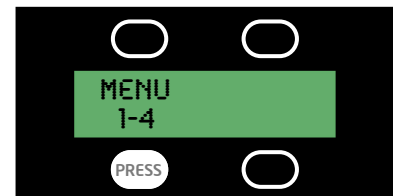
Identifying A Fixture

In order to determine wich fixture you are addressing or changing the mode of, it it may be usefull to " Identify " it.
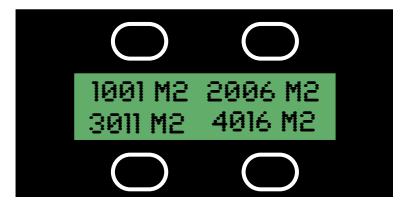Once Identified the fixture will flash at full until the Identify function is switched off.

1 Press the 1 - 4 button once.

```
        ⬭        ⬭
     ┌─────────────────┐
     │ MENU            │
     │ 1-4             │
     └─────────────────┘
      PRESS     ⬭
```

The powerbox will now search out all connected fixtures.

```
        ⬭        ⬭
     ┌─────────────────┐
     │ SEARCHING FOR   │
     │ DEVICES PORT 1  │
     └─────────────────┘
        ⬭        ⬭
```
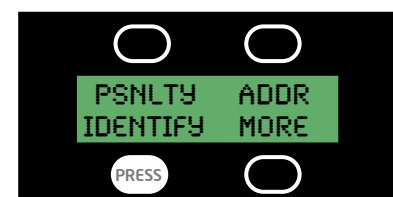
Any fixture connected will be shown as an address and mode beside the port number it is attached to - 2006 M2.
Ports with no attached fixtures will be shown as EMPTY.

```
        ⬭        ⬭
     ┌─────────────────┐
     │ 1001 M2  2006 M2│
     │ 3011 M2  4016 M2│
     └─────────────────┘
        ⬭        ⬭
```

2 Press the button of the fixture you wish to Identify.

```
        ⬭      PRESS
     ┌─────────────────┐
     │ 1001 M2  2006 M2│
     │ 3011 M2  4016 M2│
     └─────────────────┘
        ⬭        ⬭
```

3 Press the IDENTIFY button once.

```
        ⬭        ⬭
     ┌─────────────────┐
     │ PSNLTY   ADDR   │
     │ IDENTIFY MORE   │
     └─────────────────┘
      PRESS     ⬭
```

4 Press the ON button once.

The fixture will start flashing.

```
      PRESS     ⬭
     ┌─────────────────┐
     │ ON              │
     │ OFF             │
     └─────────────────┘
        ⬭        ⬭
```
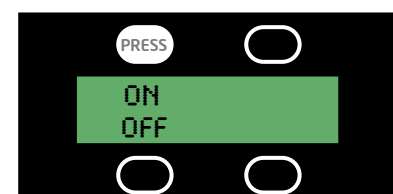
5 Once you have Identified the fixture, press the fixture button once (the one with the star) press IDENTIFY then OFF and the fixture will stop flashing

```
        ⬭      PRESS
     ┌─────────────────┐
     │ 1 EMPTY 2001✳M2 │
     │ 3 EMPTY 4 EMPTY │
     └─────────────────┘
        ⬭        ⬭
```
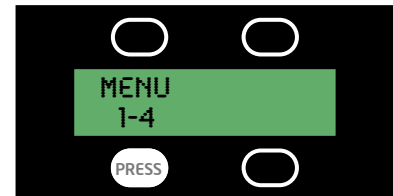
Changing Dimming Curve of A BB 1

The BB1 has the option of using either one of two dimmer curves.
Linear - the output increases directly with the DMX input.
Enhanced - the first 10% of the output is directly controlled over the first 50% of the DMX input.

1 Press the 1 - 4 button once.

```
      MENU
      1-4
 PRESS
```

The powerbox will now search out all connected fixtures.

```
 SEARCHING FOR
 DEVICES PORT 1
```

Any fixture connected will be shown as an address and mode beside the port number it is attached to - 2006 M2.
Ports with no attached fixtures will be shown as EMPTY.

```
 1001 M2  2006 M2
 3011 M2  4016 M2
```

2 Press the button of the fixture you wish to change the Dimmer curve of.

```
               PRESS
 1001 M2  2006 M2
 3011 M2  4016 M2
```

3 Press the MORE button once.

```
 PSNLTY    ADDR
 IDENTIFY  MORE
           PRESS
```

CURVE L shows the dimming curve currently in use - L linear, E enhanced

```
 RUNTIME CURVE L
 SOFTVER   EXIT
```

4 Press the CURVE button once to change the dimming curve.

```
             PRESS
 RUNTIME CURVE L
 SOFTVER   EXIT
```

Addressing the BB 1
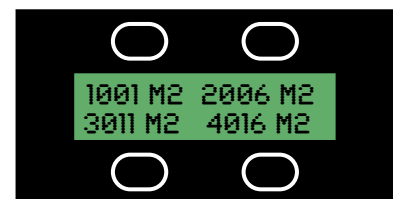
1 Press the 1 - 4 button once.

The powerbox will now search out all connected fixtures.

Any fixture connected will be shown as an address and mode beside the port number it is attached to - 2006 M2.
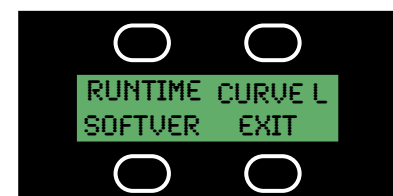Ports with no attached fixtures will be shown as EMPTY.
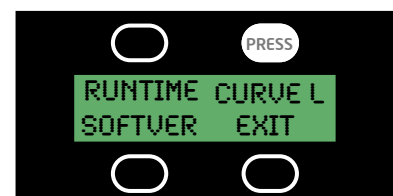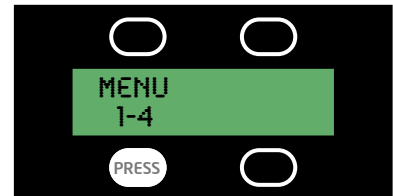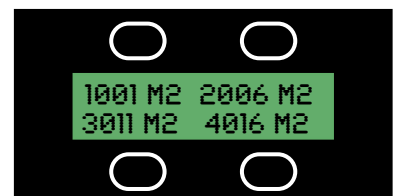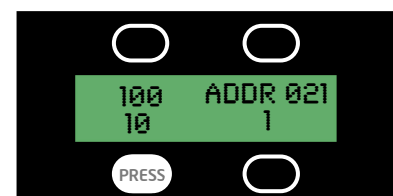
2 Press the button of the fixture you wish to Address.

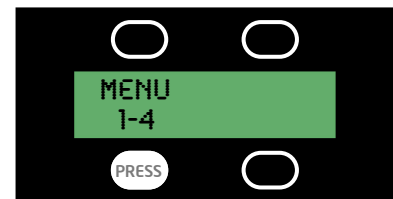3 Press the address ADDR button once.

4 Use the 1 10 and 100 buttons to create the desired address.
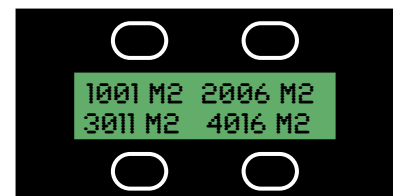
Changing The Mode of A BB 1

1 Press the 1 - 4 button once.

```
   ○        ○
  MENU
   1-4
 PRESS      ○
```

The powerbox will now search out all connected fixtures.

```
   ○        ○
 SEARCHING FOR
 DEVICES  PORT 1
   ○        ○
```
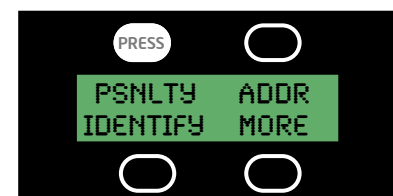
Any fixture connected will be shown as an address and mode beside
the port number it is attached to - 2006 M2.
Ports with no attached fixtures will be shown as EMPTY.

```
   ○        ○
 1001 M2  2006 M2
 3011 M2   4016 M2
   ○        ○
```

2 Press the button of the fixture you wish to change the Mode of.

```
   ○      PRESS
 1001 M2  2006 M2
 3011 M2  4016 M2
   ○        ○
```

3 Press the personality PSNLTY button once

```
 PRESS      ○
 PSNLTY    ADDR
 IDENTIFY  MORE
   ○        ○
```

The fixture personality which is the mode the fixture is in, is now displayed

2   mode number   M   master intensity   5CH   number of channels
                      S   strobe
                      R   red
                      G   green

```
   ○        ○
 PERSONALITY
 2 MSRGB 5CH
   ○        ○
```

4 Press the mode button to change the fixture personality

```
   ○        ○
 PERSONALITY
 3 RGB 6CH
 PRESS      ○
```

Mode 1

3 ch 8 bit

Mode 2

6 ch 16 bit

Mode 3

5 ch 8 bit

Mode 1	Mode 2	Mode 3
r	R	r
g	G	g
b	B	b

Mode 1

3 ch 8 bit

Mode 2

6 ch 16 bit

Mode 3

5 ch 8 bit

Mode 1	Mode 2	Mode 3
r	R	r
g	G	g
b	B	b

Mode 1

3 ch 8 bit

Mode 1
r
g
b

Mode 6

12 ch 16 bit

Mode 7

8 ch 8 bit

Mode 8

15 ch 16 bit

Mode 6

12 ch 16 bit

Mode 7

8 ch 8 bit

Mode 8

15 ch 16 bit

Stand Alone Functions

The BB1 is able to run in stand alone mode without any need of data from a lighting console .
The BB1 is capable of outputting up to 20 programmable memories and 1 chase that can step through these memories.
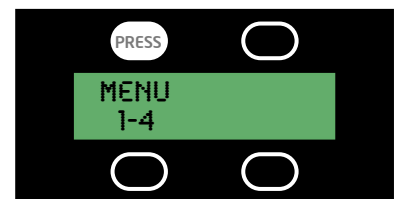
Creating A Memory

When creating a memory make sure all the BB1s plugged into the powerbox are in mode 2, 5 channels M2 5CH and addressed as 001.

1 Press the MENU button once.

```
PRESS      ( )
MENU
1-4
( )       ( )
```

2 Press the manual MAN button once.

```
( )       ( )
        CHASE
DMX      MAN
( )       PRESS
```
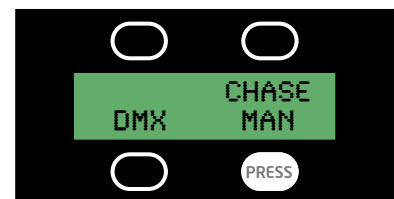
3 Press the program memory PROG MEM button once.

```
( )       ( )
USE MEM PROG MEM
( )       PRESS
```

You are now presented with the first variable of your memory wich is the master intensity MINT.
The default value for MINT is 100% - intensity full.

```
( )       ( )
UP     MINT 100%
DOWN
( )       ( )
```
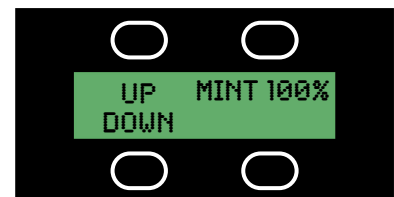
4 if you wish to alter this value use the UP and DOWN buttons to achieve the desired % value.

```
( )       ( )
UP     MINT 80%
DOWN
PRESS      ( )
```
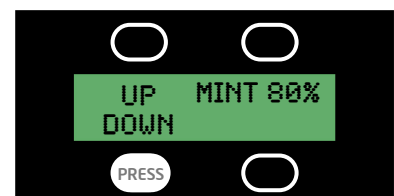
5 When happy with the MINT value press the MINT button once.

```
( )       PRESS
UP     MINT 100%
DOWN
( )       ( )
```

All the BB1s plugged into the powerbox will be treated as one.

Next you are presented with the strobe STRB, the second variable of your memory wich has a default value of 0 % - no strobe.

In the same way if you wish to alter this value use the UP and DOWN buttons to give you the desired % value.

```
  ◯        ◯
UP  STRB 000%
DOWN
  ◯        ◯
```

6 When happy with the strobe value press the STRB button once.

```
  ◯      PRESS
UP  STRB 000%
DOWN
  ◯        ◯
```

You are now presented with your first colour RED default 0%.

```
  ◯        ◯
UP   RED 000%
DOWN
  ◯        ◯
```

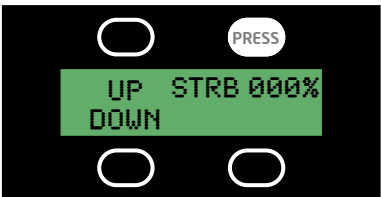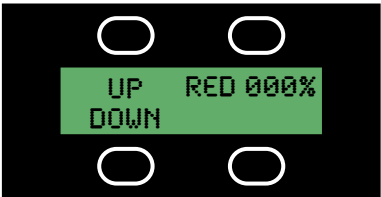In the same way if you wish to alter this value use the UP, DOWN buttons. to give you the desired %, if you require 100% use the DOWN button.

```
  ◯        ◯
UP   RED 000%
DOWN
PRESS      ◯
```

7 When happy with the red value press the RED button once.

```
  ◯      PRESS
UP   RED 100%
DOWN
  ◯        ◯
```
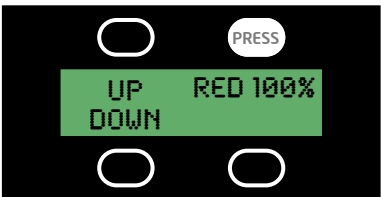
Next you are presented with the second colour green GRN, default 0%.
In the same way use the UP, DOWN buttons to give you the desired % value.
If you require 100% press the DOWN button.

8 When happy with the green value press the GRN button once.

```
  ◯      PRESS
UP   GRN 000%
DOWN
  ◯        ◯
```
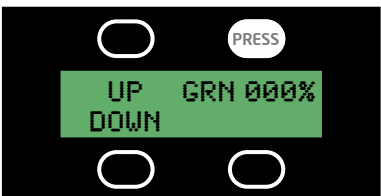
Finally you are presented with the third colour blue BLU default 0%.
In the same way use the UP, DOWN buttons to give you the desired % value.
If you require 100% press the DOWN button.

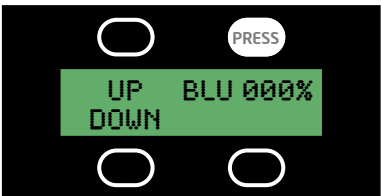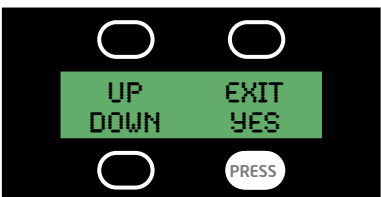9 When happy with the blue value press the BLU button once.

```
  ◯      PRESS
UP   BLU 000%
DOWN
  ◯        ◯
```

10 If you are happy with the memory and wish to use it straight away press the YES button once.

```
  ◯        ◯
UP      EXIT
DOWN    YES
  ◯      PRESS
```

Next press the MEM 01 button once and you will be returned to the first parameter master intensity MINT and you can reprogram the memory.
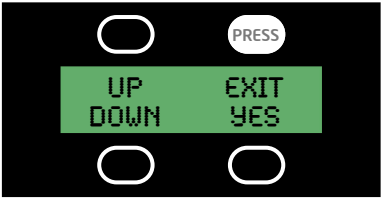
If you are unhappy with the memory you have created and wish to change some of the parameters press the EXIT button once.
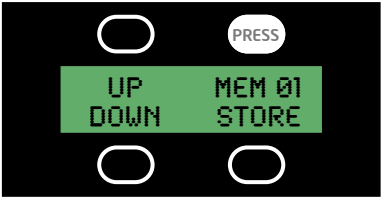
Storing A Memory

1   When you are happy with the memory you have created - Creating A Memory steps 4 to 9 - and you wish to store the memory, press the EXIT button once.
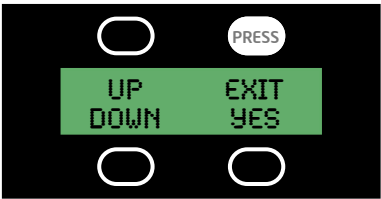
2   Using the UP, DOWN buttons assign the memory a number.
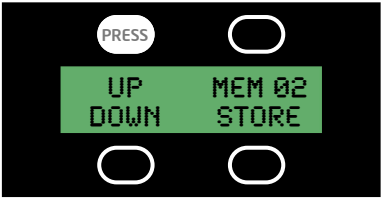
3   When you are happy with the assigned memory number press the STORE button once.
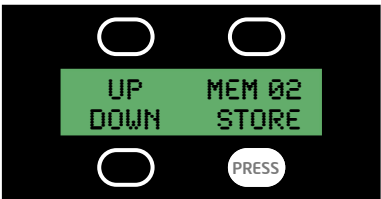
You will now be returned to the first parameter master intensity MINT. Repeat Creating A Memory steps 4 to 9 to create further memories.
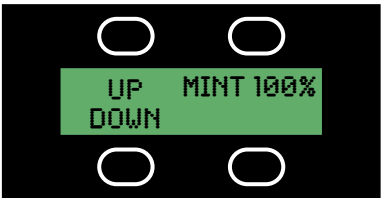
Once you have created and stored all the memories you require, press the YES button to return to the main menu.
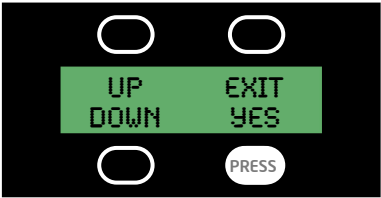
Recalling A Memory

1 Press the MENU button once.

```
PRESS      ⬭
 MENU
 1-4
  ⬭        ⬭
```

2 Press the manual MAN button once.

```
 ⬭         ⬭
            CHASE
 DMX        MAN
  ⬭        PRESS
```
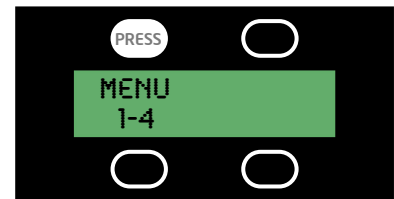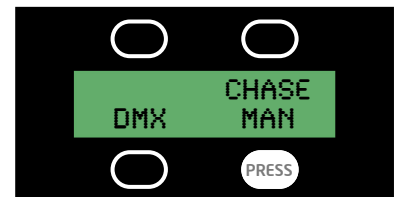
3 Press the use memory USE MEM button once.

```
 ⬭         ⬭
USE MEM PROG MEM
PRESS      ⬭
```
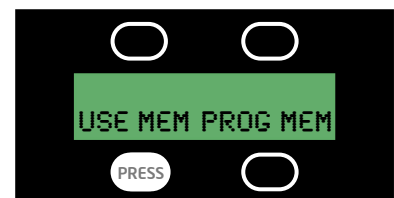
Now you will be offered the first memory MEM 01.
This will come on automatically.

```
 ⬭         ⬭
 UP        MEM 01
 DOWN      DMX MODE
  ⬭        ⬭
```
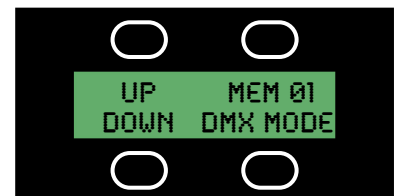
4 Use the UP and DOWN buttons to select the desired memory.
The memories will come on as you scroll through them.

```
PRESS      ⬭
 UP        MEM 03
 DOWN      DMX MODE
  ⬭        ⬭
```
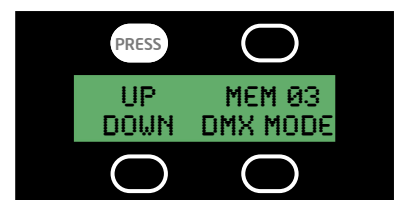
5 To exit the memory (If the unit is receiving dmx) press the DMX MODE button.

If the unit is not receiving dmx then it must be powered down.

```
 ⬭         ⬭
 UP        MEM 03
 DOWN      DMX MODE
  ⬭        PRESS
```
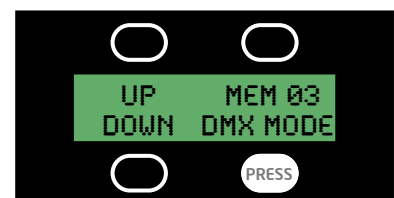
You will then be returned to menu.

```
           ⬭
 MENU
 1-4
  ⬭        ⬭
```
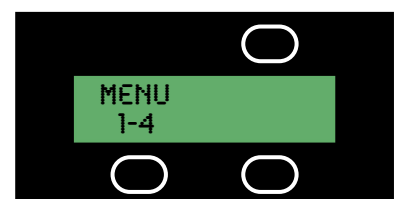
Programing A Chase

1 Ensure you have programed all the memories that will go to make up the steps of your chase.

2 Press the "MENU" button once.

```
PRESS        ⬭

MENU
1-4

⬭            ⬭
```
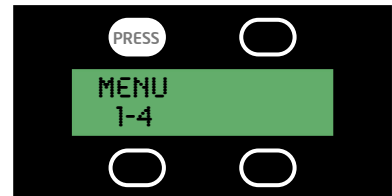
3 Press the CHASE button once.

```
⬭        PRESS

         CHASE
DMX       MAN

⬭            ⬭
```
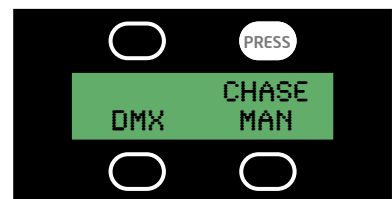
Now the WAIT TIME will appear this is the first parameter of the chase to be set.

The WAIT TIME is the time period between crossfades that the colour is held constant for.

```
⬭            ⬭

UP      WAIT TIME
DOWN      001S

⬭            ⬭
```

4 Select the appropriate time (in seconds) using the up down buttons.

```
PRESS        ⬭

UP      WAIT TIME
DOWN      004S

⬭            ⬭
```
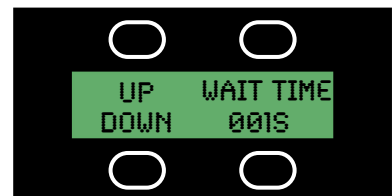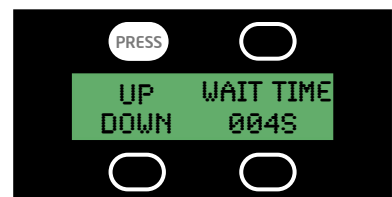
5 When happy with the WAIT TIME press the WAIT TIME button once.

```
⬭        PRESS

UP      WAIT TIME
DOWN      004S

⬭            ⬭
```
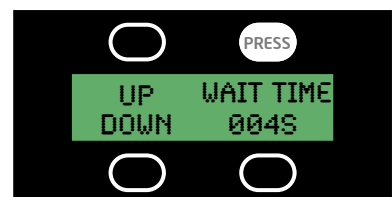
Now the crossfade time XFADE will appear this is the second parameter of the chase to be set.

The crossfade time is the length of time the light takes to change from one colour to another.

```
⬭            ⬭

UP  XFADE TIME
DOWN      001S

⬭            ⬭
```

6 Select the appropriate time (in seconds) using the up down buttons.

```
PRESS        ⬭

UP  XFADE TIME
DOWN      004S

⬭            ⬭
```
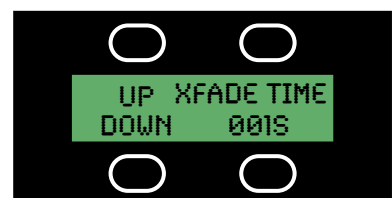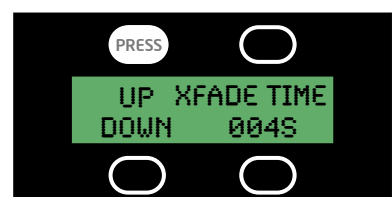
7 When happy with the crossfade time press the XFADE TIME button once.

```
┌─────────────────────────┐
│  ◯         PRESS        │
│  ┌───────────────────┐  │
│  │  UP  XFADE TIME   │  │
│  │  DOWN     004S    │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```

Now chase start CHASE STRT will appear along with the option memory 1 MEM 01
This will be the first step of your chase.
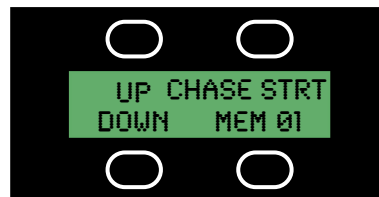
```
┌─────────────────────────┐
│  ◯          ◯          │
│  ┌───────────────────┐  │
│  │  UP  CHASE STRT   │  │
│  │  DOWN    MEM 01   │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```

8 Choose which memory you would like to be the first step of your chase using the up down buttons.

```
┌─────────────────────────┐
│  PRESS       ◯          │
│  ┌───────────────────┐  │
│  │  UP  CHASE STRT   │  │
│  │  DOWN    MEM 02   │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```
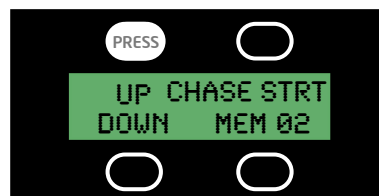
9 Once happy with the memory you would like to be the first step of your chase press the CHASE STRT button.

```
┌─────────────────────────┐
│  ◯         PRESS        │
│  ┌───────────────────┐  │
│  │  UP  CHASE STRT   │  │
│  │  DOWN    MEM 02   │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```

Now CHASE END will appear will appear along with the memory option one memory above the one chosen to start the chase.

The chase will run through all the memories between the memories in the first and last step.
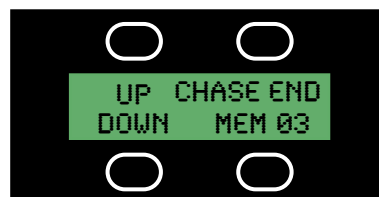
```
┌─────────────────────────┐
│  ◯          ◯          │
│  ┌───────────────────┐  │
│  │  UP  CHASE END    │  │
│  │  DOWN    MEM 03   │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```

10 Choose which memory you would like to be the last step of your chase using the up down buttons.

```
┌─────────────────────────┐
│  PRESS       ◯          │
│  ┌───────────────────┐  │
│  │  UP  CHASE END    │  │
│  │  DOWN    MEM 04   │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```
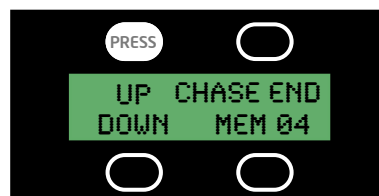
11 Once happy with the memory you would like to be the last step of your chase press the CHASE END button.
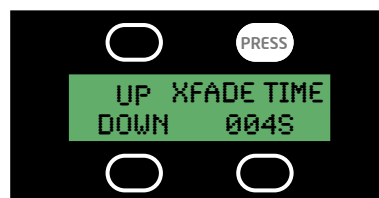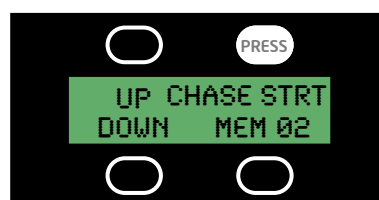
```
┌─────────────────────────┐
│  ◯         PRESS        │
│  ┌───────────────────┐  │
│  │  UP  CHASE END    │  │
│  │  DOWN    MEM 05   │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```
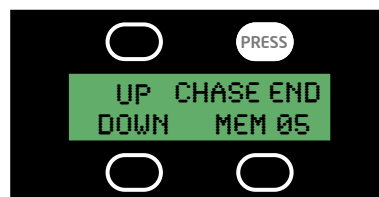
12 Now you will be offered the option USE CHASE if you wish to simply press YES.

```
┌─────────────────────────┐
│  ◯          ◯          │
│  ┌───────────────────┐  │
│  │    USE CHASE      │  │
│  │  YES        NO    │  │
│  └───────────────────┘  │
│  PRESS       ◯          │
└─────────────────────────┘
```
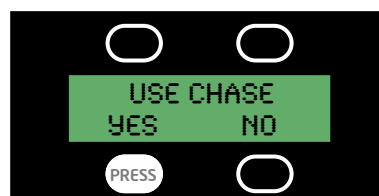
The interface will now say CHASE RUNNING.
When you wish to end or change the chase press MENU.

```
┌─────────────────────────┐
│  ◯          ◯          │
│  ┌───────────────────┐  │
│  │  CHASE RUNNING    │  │
│  │      MENU         │  │
│  └───────────────────┘  │
│  ◯          ◯          │
└─────────────────────────┘
```

If you leave a chase running when the the powerbox is powered down,the chase will resume as soon as the powerbox powered back up again.

BB1 Technical Specifications

Dimensions:

	with yoke	without yoke
▪ Length	270 mm	220 mm
▪ Width	145 mm	145 mm
▪ Weight	2.5Kg	1.8Kg

Mechanical design & materials:

▪ Body	one piece cast alloy
▪ Front	plastic polycarbonate front cover with stainless steel retaining ring and dual rubber seals for underwater capability
▪ Yoke	folded stainless steel
▪ Finish	electro static powder coated black satin as standard with white and grey also available

Rigging:

▪ Style	2 ¼ turn camloc fasteners
▪ Number of positions	1 rigging location on yoke
▪ Conventional mounts	10mm bolt holes on inner yoke, 12mm bolt holes on outer yoke
	Note: unit comes with Omega rigging bracket to accept 12mm bolts,

Electrical:

▪ Input	15 volt DC
▪ Current	3.9 amps on full
▪ Power	25 watts total power on full
▪ Input	trailing male IP67 5 pin (Combined power and data connection) compatible with power distribution box

Control:

	RGB additive colour mixing
▪ DMX channels	3 channels minimum 9 channels maximum
▪ User interface	backlit lcd display with four membrane switches on power box or power bar
	Any RDM DMX desk or control device
▪ Data type	USITT DMX512-A & RDM DMX

Output:

▪ Source	customised RGB, warm white, daylight white and tunable LED light engines
▪ Optics	20°optic with 35° & 45° also available

Thermal characteristics:

	Customized passive heat dissipation of led core temperature designed for high ambient conditions
▪ Operating temperature	Minimum: -20 degrees C, Maximum:+ 46 degrees C

Weather protection:

	Rated to IP68
▪ Humidity max	submersible

Approvals & Compliance:

BS EN 55103-1	Harmonics
BS EN 55103-2	Immunity
BS EN 61000-3-2	Emissions
USA / Canada	ETL pending

BB1 4 Way Powerbar Technical Specifications

Dimensions:
- Length   920 mm
- Height   80 mm
- Width   80 mm
- Weight   5Kg

Mechanical design & materials:
- Box   folded and welded steel
- Finish   Electro static powder coated black satin

Rigging:
- Style   6 ¼ turn camloc fasteners
- Number of positions   3 rigging locations bar
                            Note: unit comes with two Omega rigging brackets to accept 12mm bolts,

Electrical:
- Input   90- 265 Volt 50/60 Hz
- Current   0.5 amps @ 240 volts
- Power   120 watts total power on full @ 240 volts
- Fuse   20mm x 5mm slow blow 2 amp
- Input   chassis mounted IP67 6 pin   (Combined power and data connection)
- Through Output   chassis mounted female IP67 6 pin (Combined power and data connection)
- Low Voltage Output   4 x chassis mounted IP67 5 pin (Combined low voltage power and data connection)
                            Note; units comes complete with 16 amp plug and 5 pin male.

Control:
- User interface   weatherproof backlit lcd display with four membrane switches
- Data type   USITT DMX512-A & RDM DMX

Thermal characteristics:
                            force air cooled via low airflow/ low noise fans
- Operating temperature   Minimum: -20 degrees C, Maximum:+ 46 degrees C

Weather protection: Rated to IP65
- Humidity max   20% ~ 90% RH non-condensing

Approvals & Compliance: BS EN 55103-1   Harmonics
                            BS EN 55103-2   Immunity
                            BS EN 61000-3-2   Emissions

                            USA / Canada   ETL pending

BB1 4 Way Powerbar (Hardwired)Technical Specifications

Dimensions:

- Length   920 mm
- Height   340 mm
- Width   144 mm
- Weight   15.2Kg

Mechanical design & materials:

- Box   folded and welded steel
- Finish   Electro static powder coated black satin
- BB 1 Body   one piece cast alloy
- BB 1 Front   plastic polycarbonate front cover with stainless steel retaining ring and dual rubber seals for underwater capability
- BB 1 Yoke   folded stainless steel

Rigging:

- Style   6 ¼ turn camloc fasteners
- Number of positions   3 rigging locations bar

  Note: unit comes with two Omega rigging brackets to accept 12mm bolts,

Electrical:

- Input   90- 265 Volt 50/60 Hz
- Current   0.5 amps @ 240 volts
- Power   120 watts total power on full @ 240 volts
- Fuse   20mm x 5mm slow blow 2 amp
- Input   chassis mounted IP67 6 pin   (Combined power and data connection)
- Through Output   chassis mounted female IP67 6 pin (Combined power and data connection)
- Low Voltage Output   4 x chassis mounted IP67 glands (Combined low voltage power and data connection)

  Note; units comes complete with 16 amp plug and 5 pin male.

Control:

- User interface   weatherproof backlit lcd display with four membrane switches
- Data type   USITT DMX512-A & RDM DMX

Thermal characteristics:

                        force air cooled via low airflow/ low noise fans
- Operating temperature Minimum: -20 degrees C, Maximum:+ 46 degrees C

Weather protection: Rated to IP65
- Humidity max   20% ~ 90% RH non-condensing

Approvals & Compliance: BS EN 55103-1   Harmonics
                                      BS EN 55103-2   Immunity
                                      BS EN 61000-3-2   Emissions

                                      USA / Canada   ETL pending

OUTPUT 1

OUTPUT 2

OUTPUT 4

OUTPUT 3

1380mm

144mm

260mm

80mm

80mm

TROUBLE SHOOTING

DISCLAIMER: Please note that the information contained in this trouble-shooting guide is generalized in nature & cannot account for all possibilities. Any proposed remedies for specific situations should not be considered as absolute or all encompassing. Please seek professional assistance if there is any doubt as to the efficacy of a remedy or of the exact nature of any encountered problem. I-pix provides the information contained herein only as a guide.

No response from the light

Does the LCD screen light up	→ **No**	Does the unit have a good power supply

Yes ↓   **Yes** ↓

Is the LCD screen flashing		Check the fuse is it blown	→ **No**	Contact I-Pix for more specific help with your problem, as it could be an internal fault. If you have the technical knowledge & skills you could open up the unit & Yes check for loose connections

Yes ↓   **Yes** ↓

There is no signal check DMX input		Replace with the appropriate fuse 4A

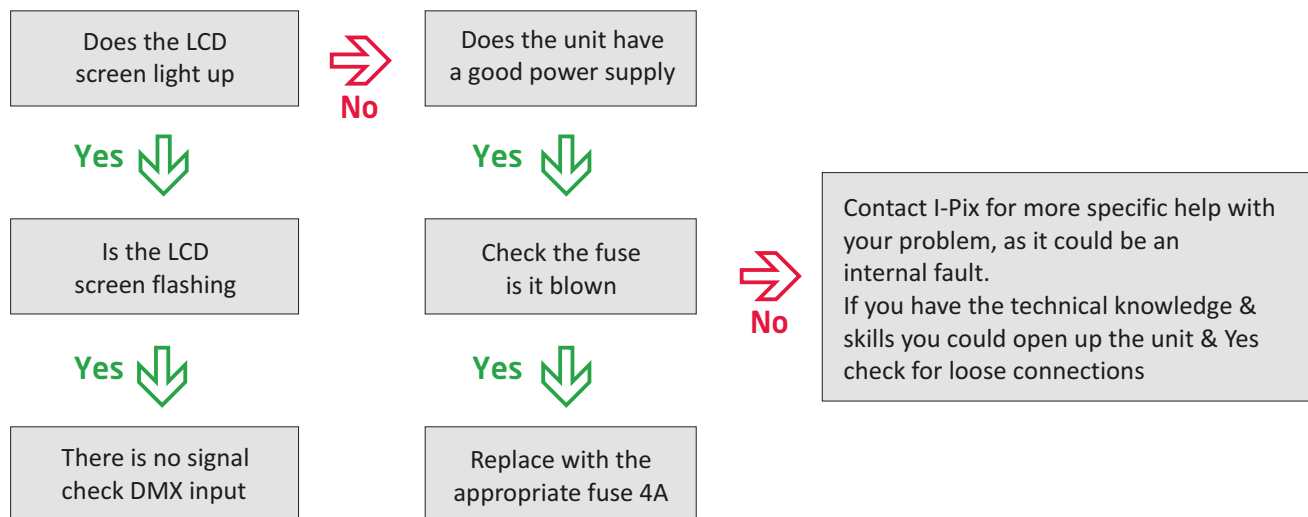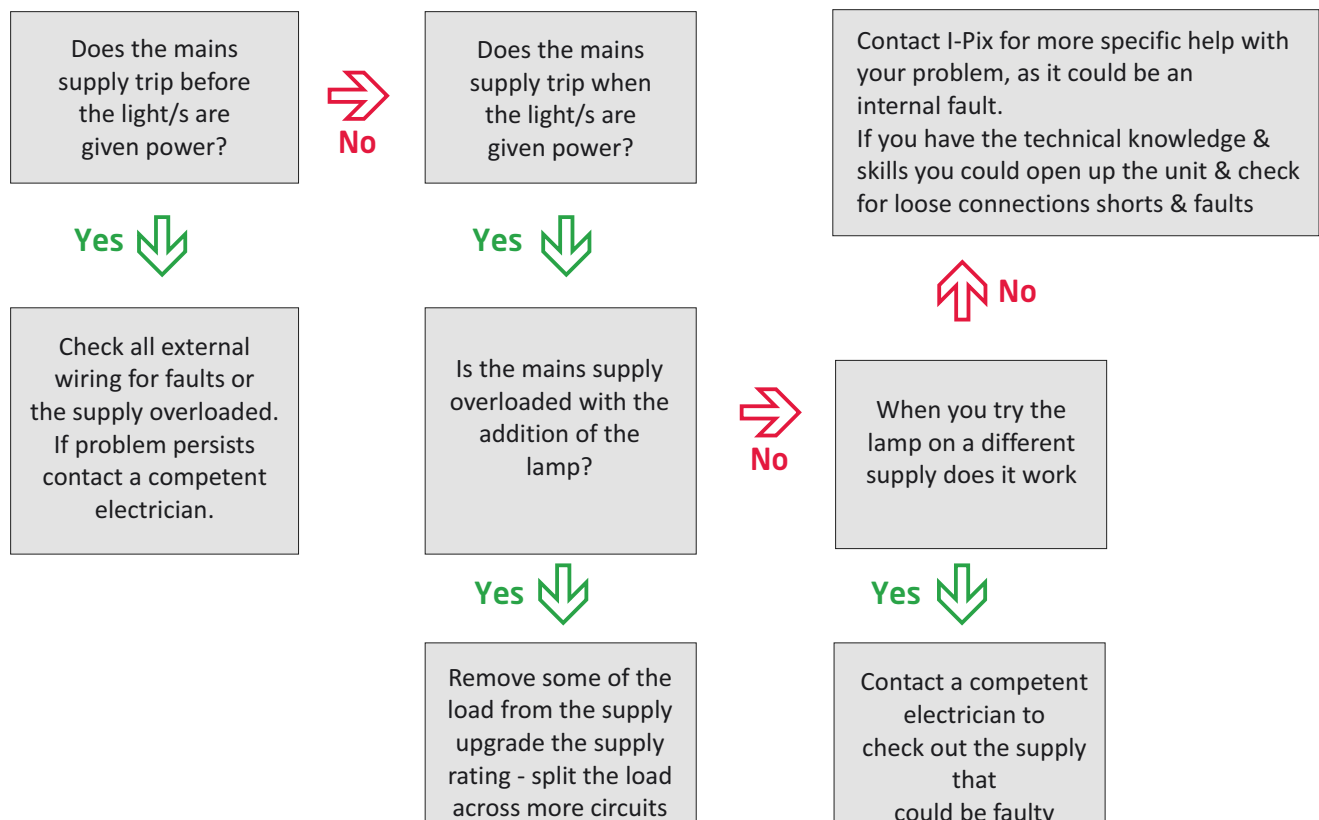## Mains supply keeps tripping out blowing fuses:

Does the mains supply trip before the light/s are given power?	→ **No**	Does the mains supply trip when the light/s are given power?		Contact I-Pix for more specific help with your problem, as it could be an internal fault. If you have the technical knowledge & skills you could open up the unit & check for loose connections shorts & faults

Yes ↓   **Yes** ↓   ↑ **No**

Check all external wiring for faults or the supply overloaded. If problem persists contact a competent electrician.		Is the mains supply overloaded with the addition of the lamp?	→ **No**	When you try the lamp on a different supply does it work

Yes ↓   **Yes** ↓

Remove some of the load from the supply upgrade the supply rating - split the load across more circuits		Contact a competent electrician to check out the supply that could be faulty

TROUBLE SHOOTING

The fuse on a unit repeatedly blows

- Are you fitting right rating/type of fuse into unit?
- Contact I-pix for more specific help with your problem, there may be an internal fault in the unit.
- If you have the technical knowledge/skills you could look inside the unit and check the internal wiring for a lose connections/shorts and also the power supply is working with a 15v output when
  there is no load connected to it.

Dmx trouble shooting

The obvious
- It is good practice to connect data line and terminate before switching on device.
- Is the dmx line fitted to a buffer and data is being received
- Is the dmx data line fitted with a line termination?
- Does the unit's dmx mode set-up match the personality/ profile for the console provided?
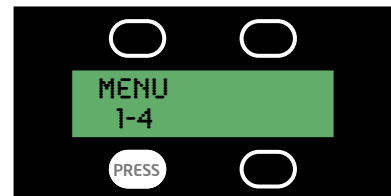- Note: the LCD screen flashes intermittently when no data is present

Lamp Information Software Version

The BB1contains some usefull internal information, RUNTIME and SOFTVER.

Software version SOFTVER shows the software version the lamp is running

1 Press the 1 - 4 button once.

```
      MENU
      1-4
```

The powerbox will now search out all connected fixtures.
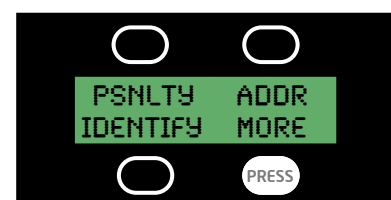
```
  SEARCHING FOR
  DEVICES PORT 1
```

Any fixture connected will be shown as an address and mode beside the port number it is attached to - 2001 M2.
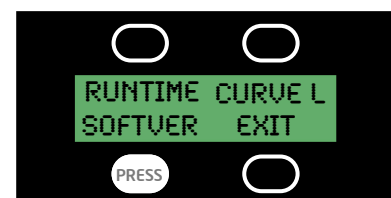Ports with no attached fixtures will be shown as EMPTY.

```
  1 EMPTY 2001 M2
  3 EMPTY 4 EMPTY
```

2 Press the button of the fixture you wish to change the Mode of.

```
  1 EMPTY 2001 M2
  3 EMPTY 4 EMPTY
```

3 Press the MORE button once.

```
  PSNLTY    ADDR
  IDENTIFY  MORE
```

4 Press the SOFTVER button once.

```
  RUNTIME CURVE L
  SOFTVER   EXIT
```

01 05 is the version of software the lamp is running

```
  SOFTVER 01 05
  BB1 WITH SLT CRV
```

Lamp Information Runtime

The BB1 contains some usefull internal information, RUNTIME and SOFTVER.

RUNTIME lets you know how long each individual L.E.D. has been running as well as how long the lamp as a whole has been running.

1 Press the 1 - 4 button once.

The powerbox will now search out all connected fixtures.

Any fixture connected will be shown as an address and mode beside the port number it is attached to - 2001 M2.
Ports with no attached fixtures will be shown as EMPTY.

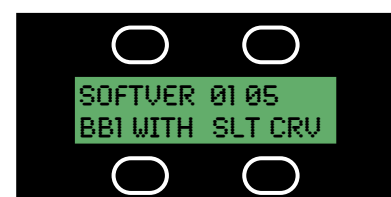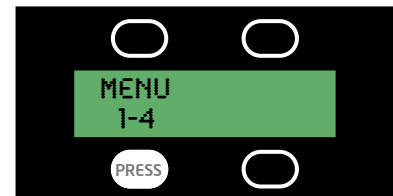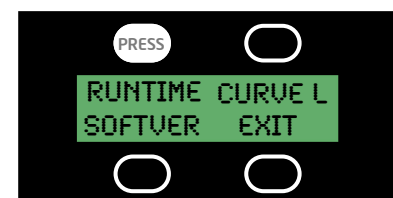2 Press the button of the fixture you wish to change the Mode of.

3 Press the MORE button once.

4 Press the RUNTIME button once.

You are now shown the time in minutes the individual L.E.D.s have been on.
R - red, G - green, B - blue.
F shows the time in minutes that the lamp has been on as a whole.

RoHS AND WARRANTIES

I-PIX BB1 s COMPLY WITH RoHS RESTRICTIONS

I-PIX BB1 s are compliant with all of the criteria proposed by the European RoHS directive 2002/95/EC for hazardous material content in electronic and electrical equipment as listed in Annex 1A and 1B of the WEEE Directive.

In addition to containing no mercury, the LED light engines have the following environmental advantages over traditional light sources:

- High energy efficiency
- Long lifetime
- Fully dim-able
- Very low IR and UV radiation

For attachment of electrical connections I-Pix use lead free solder

WARRANTY STATEMENT

I-Pix (seller) extends warranty on all the electronics in the BB1 produced by the Seller for two (2) years from original date of shipment, that the goods sold hereunder are new and free from substantive defects in workmanship and materials. This warranty extends only to the Buyer and not to indirect purchasers or users . Sellers liability under the foregoing warranty is limited to replacement of goods or repair of defects or refund of the purchase price at the Sellers sole option. The above warranty does not apply to defects resulting from the improper or inadequate maintenance, unauthorized modification, improper use or operation outside of Sellers specifications for the product, abuse, neglect, or accident. THE ABOVE WARRANTY IS EXCLUSIVE AND NO OTHER WARRANTY, WHETHER WRITTEN OR ORAL, IS EXPRESSED OR IMPLIED. I-PIX SPECIFICALLY DISCLAIMS THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE - I-PIX Jan 01, 2009

WARRANTY STATEMENT

I-Pix (seller) extends warranty on all the L.E.Ds in the BB1 produced by the Seller for one (1) year from original date of shipment, that the goods sold hereunder are new and free from substantive defects in workmanship and materials. This warranty extends only to the Buyer and not to indirect purchasers or users. Sellers liability under the foregoing warranty is limited to replacement of goods or repair of defects or refund of the purchase price at the Sellers sole option. The above warranty does not apply to defects resulting from the improper or inadequate maintenance, unauthorized modification, improper use or operation outside of Sellers specifications for the product, abuse, neglect or accident. THE ABOVE WARRANTY IS EXCLUSIVE AND NO OTHER WARRANTY, WHETHER WRITTEN OR ORAL, IS EXPRESSED OR IMPLIED. I-PIX SPECIFICALLY DISCLAIMS THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE - I-PIX Jan 01, 2009

![i-PIX logo]

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